CRISIS CORE
FINAL FANTASY VII
TEEN
T
CONTENT RATED BY
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

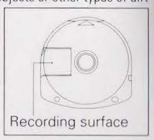
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

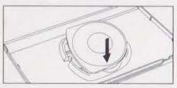
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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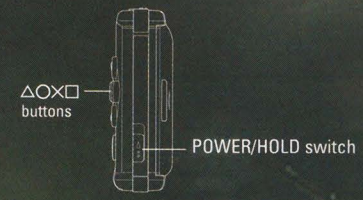
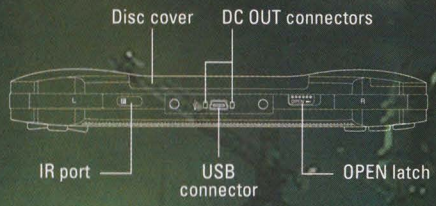
Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the CRISIS CORE™ -FINAL FANTASY® VII- disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

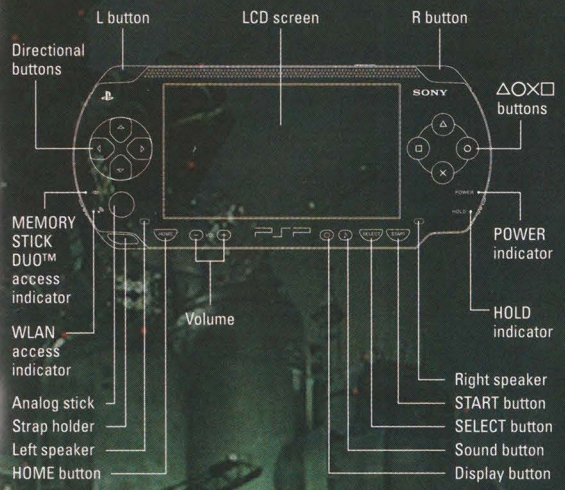
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP® (PlayStation®Portable) system configuration



Story & Characters

Seven years prior to the events of Final Fantasy VII—

The Shinra Company is rapidly increasing its influence through its monopoly on mako energy and military might. With the burgeoning city of Midgar as its base and symbol of prosperity, Shinra is on the verge of establishing absolute dominance over the world.

SOLDIER is a group of skilled combat operatives within Shinra. The elite within the group—those strong enough to be deemed SOLDIER 1st Class—are respected and idolized by the citizenry.

Zack is a young SOLDIER 2nd Class who aspires to become a 1st. He spends his days carrying out assignments under the guidance of his 1st Class mentor, Angeal.

During an operation in Wutai, a large number of SOLDIER members, led by SOLDIER 1st Class Genesis, go missing. The severity of the situation prompts Shinra executives to deploy even more SOLDIER operatives in hopes of bringing an end to the war with Wutai--and conducting an investigation into the mass desertion. The ones assigned to the mission are Zack, Angeal, and the 1st Class hero who is known the world over as Sephiroth...

What truths lie behind Genesis's disappearance? What secrets bind the three SOLDIER 1st Class operatives? For Zack, a cruel and fateful struggle awaits...

Zack

SOLDIER 2nd Class in the Shinra Company. Zack joined SOLDIER with dreams of becoming a hero. Full of vitality, he is quick to act and has a cheerful disposition.

Sephiroth

The greatest SOLDIER 1st Class, whose name is known all over the world. Sephiroth possesses superhuman powers that enable him to execute missions with absolute perfection. Though he is never one to express his feelings, there seem to be moments when he opens up to Angeal, Genesis, and Zack.

Angeal

SOLDIER 1st Class, often seen in action together with Zack. Stoic and morally straight as an arrow, Angeal is good friends with fellow 1st Classes Sephiroth and Genesis. For some reason, he hardly ever uses his giant Buster Sword in battle.

Aerith

A girl who grows flowers in the slums, Aerith is descendent of the Ancients, a people thought to possess the power to converse with the planet. She is under constant surveillance by the Shinra Company.

Genesis

SOLDIER 1st Class in the Shinra Company. Genesis is a devotee of literature, especially the epic poem "LOVELESS." While friends with Angeal and Sephiroth, he also regards Sephiroth as his rival. He goes missing in action during an operation in Wutai.

Controls

This section details the game controls. For details on controls during battle, please see pages 15-17.

PSP® (PlayStation® Portable)

Some actions are only available in certain screens. Controls in the field are shown in green text. Controls in the battle screen are shown in blue text. Other general controls are shown in yellow text.

L button
Rotate camera
Select command

Directional buttons
Select
Scroll zone map
Move

button
Show zone map
Evade

R button
Rotate camera
Select command

button
Show main menu
Guard

button
Cancel
Advance text
Select Attack command

button
Confirm
Talk / Examine
Advance text
Save
Execute command

Analog stick
Select
Scroll zone map
Move

HOME button
Quit game

START button
Pause

SELECT button
Delete data*

Application Reset

Press and hold the L, R, and START buttons simultaneously to reset the game and return to the title screen.

* Save data can be deleted only at save points and other certain points during the story (p.10).

Starting a Game

During the opening movie, press START, △, ○, ✕, or □ to show the title menu.

New Game

This will start the game from the beginning of the story. You can also select the overall difficulty of the game (Normal Mode or Hard Mode). Please note that once a difficulty mode is selected here, it cannot be changed during gameplay.

Load Game

Select the data to load. This will continue the game from where you left off.

Saving data

You can save your progress at any save point or at certain points during the story. Before you start the game, make sure to have a Memory Stick Duo™ or a Memory Stick PRO Duo™ with at least 256KB of free space inserted into the Memory Stick Duo™ slot. When saving at a save point, enter the save point and press ✕. Then select a file in which to save your data.
To delete data, press SELECT at the save point and select the file to delete.

Save point

Advancing the Story

Move Zack in the field screen in order to gather information and advance the story. Encounters with enemies will take you into the battle screen. Use the main menu to make adjustments to your equipment and use items.

Field Screen p.12-13

The field screen enables you to move through towns and various facilities. You can talk to people to gather information.

Battle Screen p.14-19

When you encounter enemies in the field, or an event leads to battle, the resulting fight will take place in the battle screen.

Main Menu p.20-29

While in the field screen, press △ to enter the main menu,where you can make adjustments to your equipment and use items.

Field Screen

The field screen allows you to move Zack through a variety of environments and advance the story.

Field Screen Overview

Use the directional buttons or the analog stick to control Zack. You can use the L or R button to rotate the camera.

Chest

Approach the chest and press ✕ to obtain the item within.

Available action

This shows the action, such as "Talk" or "Examine," available to you at specific locations.

The Field Screen and Zones

Next zone

Crossing this threshold takes you to the next zone. Red lines indicate that you cannot enter.

Zone information

This displays the name of the next zone.

Talk / Examine

When an available action is displayed, such as when Zack is near people or doorways, press ✕ to take that action. Press ✕ to advance the text.

Showing the Zone Map

In the field, you can press □ to display a map of the zone Zack is currently in. Use the directional buttons or the analog stick to scroll the map. You can also use □ to zoom in or out. Press ○ to return to the field screen.

Zone information

Signal

An "X" indicates that not enough information is present to display the zone map.

Current location

The arrow indicates the direction in which Zack is facing.

Icons used in the zone map

Save point	Next zone
Door	Elevator
No entry	Zoom In / Out

Battle Screen

Screen Overview & Basic Rules

When you encounter enemies in the field, or an event leads to battle, the resulting fight will take place in the battle screen. This section explains the information on the screen and the basic rules of battle.

Battle Screen Overview

When you enter a battle, a section of the field becomes a battlefield where you must fight your enemies. You can pause the battle by pressing START.

Current SP (p.21)

Limit Gauge

This monitors DMW status. (p.18)

DMW

Matching character panels or numbers can activate various status changes and special attacks. (p.18)

Current Status

This indicates Zack's status when a status change occurs. (p.19)

Target Name

Target

This indicates which enemy Zack is locked on to.

Available commands

Active command

Current / Max HP (p.21)

Current / Max MP (p.21)

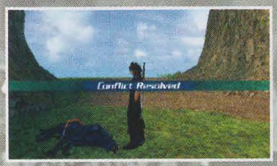
Current / Max AP (p.21)

Basic Rules of Battle

Take control of Zack and attack enemies with both blade and magic. Every enemy defeated earns gil (money), experience points, and SP. Higher SP can be earned by defeating foes in a chain without taking damage. A variety of items can also be obtained through battle.

End of Battle

Defeat all foes to successfully complete the battle. A successful escape (p.17) can also bring a battle to an end, but not all battles allow for this.



Game Over

When Zack's HP reaches zero, the game ends, and the game will return to the title screen.

Battle Screen
Actions

Move
Directional buttons / Analog stick

Use the directional buttons or the analog stick to move Zack.

Command Selection
Select: L or R button / Execute: ⊗ button

Press ⊗ to execute "Attack," or any other selected command. Use the **L** or **R** button to select a command. Pressing the ○ button will default to the "Attack" command.

Attack	Zack uses his sword to execute physical attacks.
Materia	Equipped materia enables Zack to use magic such as "Thunder" and "Cure," as well as special abilities such as "Assault Twister."
Items	Items in Zack's possession can be used during battle. After selecting "Item," use the **L** or **R** button to select a specific item. Press ⊗ to confirm your selection.

Zack may attack a locked target using his sword or magic. Zack will automatically lock on to the enemy he is facing.

Guard
△ button

Press △ to guard against enemy attacks and reduce damage received. Guarding costs AP, and when AP reaches zero, Zack will be unable to guard.

Evade
□ button

Press □ to evade enemy attacks at the cost of AP. Use in conjunction with the directional buttons or the analog stick to evade in any direction.

Escape
Move outward from the battlefield

Continue moving outward from the battlefield to escape from a battle. However, some battles, including boss battles, may not allow Zack to escape.

Battle Screen
DMW Effects & Status Changes

DMW
Digital Mind Wave

The DMW is a slot reel system that continues to spin and stop during battle by expending SP. Matching numbers or character panels can activate a variety of special effects, such as "Invincible" and "No MP Cost."

*** The DMW cannot be manually controlled by the player.**
*** The DMW will not spin or activate effects if SP is insufficient.**

Limit Gauge

The limit gauge monitors DMW status. It fluctuates between five levels (from LOW to HEAVENLY) depending on Zack's emotional state and DMW results. A higher gauge level increases the chances of a limit verge.

Limit Verge

When the left and right slots have matching character panels, the screen changes to show a limit verge. Matching character panels or numbers on this screen can activate different effects.

Matching characters	Activate a limit break that corresponds with the character shown in the panels.
Matching numbers	Level up Zack or his equipped materia.

The DMW can activate special effects during battle. Zack's status may also change as a result of enemy attacks.

Status Changes

During battles, certain attacks and DMW effects can cause status changes. Some changes are beneficial, while others (status ailments) are not. Most status ailments can be healed through the use of items such as remedies and elixirs.

Status changes that are not canceled over time

Poison	Gradually drains HP at regular intervals.
Silence	Prevents use of magic.
Curse	Prevents DMW rotation.
Raise	Fully recovers HP from incapacitation

Status changes that are canceled over time

Stun	Temporarily prevents action and command input. Pressing buttons repeatedly can help you snap out of it faster.
Endure	Prevents falling from received damage.
Stop	Temporarily halts the flow of time.
Barrier	Halves damage from physical attacks.
MBarrier	Halves damage from attack spells.
Regen	Gradually recovers HP at regular intervals.
Null Physical	Nulls damage from physical attacks.
Null Magic	Nulls damage from magic attacks.
Invincible	Nulls all damage.
No MP Cost	Stops magic-related materia from expending MP.
No AP Cost	Stops defensive actions and action-related materia from expending AP.
Critical	All attacks become critical hits.

Main Menu
Screen Overview

Navigating the Main Menu

Use the directional buttons or the analog stick to select a submenu. Press ⊗ to confirm your selection.

Menu

Status
Displays Zack's status. Any ailments will also be shown here.

Zone
Displays the name of your current location.

Time
Displays how long you have been playing the game.

Gil (money)

Limit Gauge

DMW Characters
The characters that appear in the DMW are shown here. A larger number under the panel indicates a better chance of getting a match.

Submenus

Items	p.22	Sort and use items.
Equipment	p.23	Equip materia and accessories.
Materia	p.24	Sort and use materia.
Materia Fusion	p.25	Fuse materia in your possession.
DMW	p.26	Check DMW statistics.
Missions	p.27	Participate in missions.
Mail	p.28	Read messages received.
Shops	p.29	Shop for goods online.

No further purchase necessary. Each card qualifies for one monthly drawing. Two winners pe
on a 3x5 card and mail to: Square Enix, Inc., P.O. Box 6000, Clear Lake, MN 55319. One entr
each month. Winner will be notified by mail within 30 days of drawing. This contest void in
prohibited. Square Enix, Inc. reserves the right to determine the actual game, subject to avai
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Fill out this card and return it to be entered in

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REGISTRATION CARD - CRISIS CORE™ –FINAL

FIRST NAME: _____ **LAST**

STREET ADDRESS: _____

CITY: _____ **STATE:** _____

MALE ☐ **FEMALE** ☐ **E-MAIL ADDRESS:** _____

PARENT OR ADULT GUARDIAN (IF UNDER 18 YEARS OLD): _____

1. How did you learn about this game?
(Choose up to **2**)

- ☐ Word-of-mouth/friends
- ☐ Magazine preview/review
- ☐ Magazine advertisement
- ☐ Internet preview/review
- ☐ Internet advertisement
- ☐ Saw or played demo
- ☐ TV advertisement
- ☐ Game package in store
- ☐ Posters/retail ads in store
- ☐ Square Enix website/email

2. What are the main reasons you bought this game?
(Choose up to **2**)

- ☐ Character(s)
- ☐ Gameplay (minigames)
- ☐ CG/movie graphics
- ☐ Music/sound effects
- ☐ Replay value
- ☐ Developer reputation
- ☐ In-game graphics/art style
- ☐ Multiplayer
- ☐ Price
- ☐ Storyline

3. Where did you buy this game?

- ☐ Best Buy
- ☐ GameStop/EB Games
- ☐ Kmart
- ☐ Toys "R" Us
- ☐ Online
- ☐ Circuit City
- ☐ Hollywood Video/Game Crazy
- ☐ Target
- ☐ Wal-Mart
- ☐ Other

4. How many games have you purchased or received in the past year?

☐ 1-3 ☐ 4-6 ☐ 7-11 ☐ 12+

5. Which systems

- ☐ PlayStation®2
- ☐ PLAYSTATION
- ☐ Nintendo Gam
- ☐ Wii
- ☐ GBA
- ☐ Xbox
- ☐ Xbox 360
- ☐ PSP™ (PlaySta
- ☐ Nintendo DS

6. What are your f

- ☐ Action/Advent
  (ex. GTA, Metal G
- ☐ Extreme Spor
  (ex. Tony Hawk)
- ☐ Flying/Driving
  (ex. Gran Turismo
- ☐ Puzzle/Miniga
  (ex. WarioWare, E
- ☐ Shooter
  (ex. Medal of Hon
  Ghost Recon)

☐ **Check this box if you DO NOT wish to receive game/product information from**

r month. Please fill in all information, or include all information
/ per person. Drawing to take place on or about the last day of
/ashington, Missouri, Florida, Ohio and other places where
ability. This contest may be terminated without notice.

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our monthly drawing. You could win a cool game!

re and mail

FANTASY® VII– ULUS-10336

IAME: _____ **AGE:** _____

_____ **APARTMENT/ SUITE NUMBER:** _____

ZIP/ POSTAL CODE: _____ **COUNTRY:** _____

do you currently own?

computer entertainment system
®3 computer entertainment system
eCube

tion® Portable) system

7. How often do you play video games?

- ☐ Less than once a week
- ☐ A couple of times a week
- ☐ Most days
- ☐ Every day

8. List your two favorite websites to get gaming news/information:

www._____.com

www._____.com

ıvorite types of games?

- ure ☐ RPG (ex. FINAL FANTASY, Pokémon)
- ar, Resident Evil)
- s ☐ Major Sports (ex. Madden, FIFA)
- ☐ Music/Rhythm (ex. Guitar Hero)
- Need for Speed)
- me ☐ Fighting/Wrestling (ex. Tekken, WWE, Dragonball Z)
- ain Age)
- ☐ Simulation/Strategy (ex. The Sims, Advance Wars)
- r, Halo,

9. Which magazines do you read regularly (2 out of 3 issues)?

- ☐ Boy's Life
- ☐ EGM
- ☐ GamePro
- ☐ Newtype USA
- ☐ Nintendo Power
- ☐ PLAY Magazine
- ☐ Shonen Jump
- ☐ Tips & Tricks
- ☐ Other _____
- ☐ Disney Adventures
- ☐ Game Informer
- ☐ National Geographic Kids
- ☐ Nick Magazine
- ☐ Official Xbox Magazine
- ☐ PSM
- ☐ Sports Illustrated for Kids

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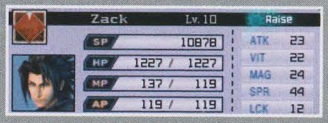
Press △ while in the field screen to open the main menu, where you can check Zack's status and access menu items.

Status

The numerical value of each statistic can be affected by a variety of factors, such as the DMW (p.18) and equipped materia.



Status

SP	SOLDIER points indicate strength based on mako. DMW results and defeating the enemy earn SP. DMW activation and materia fusion (p.25) cost SP.
HP	Current / maximum hit points. Decreases when damage is received in battle. The game is over when HP reaches zero (p.15).
MP	Current / maximum magic points. Use of magic-related materia costs MP.
AP	Current / maximum action points. Use of Guard or Evade (p.17), or action-related materia, costs AP.
ATK	A higher value increases physical attack strength.
VIT	A higher value decreases physical damage received.
MAG	A higher value increases the strength of attack spells.
SPR	A higher value decreases magic damage received.
LCK	A higher value may increase the chance of critical hits.

Maximum HP, MP, and AP

Some DMW effects during battle increase the current values of HP, MP, and AP. An increase can sometimes lead to a status break, where the current value exceeds the maximum value. The increased value is retained even after battle.

Main Menu
Items / Equipment

Items

You can use or sort items in your possession.

Use

Select an item to use from the available choices.

Sort

Select either "Auto" or "Manual" to sort your items.

Auto	Sort items automatically.
Manual	You can sort items according to your preference. First, choose the item to move, and then choose where you want the item to go.

Select the "Items" and "Equipment" submenus to prepare Zack for battle by using items and equipping him with materia.

Equipment

You can equip or unequip materia and accessories in your possession. Press △ to check the abilities granted by the selected equipment.

Equip

First, select the slot in which to place the materia or accessory. Then choose the materia or accessory to equip. Materia that are usable in battle become materia commands on the battle screen (p.16).

Sort

You can change the order of equipped materia or accessories by choosing what to move, and then selecting where you want it to go. The order of materia here will be reflected in the battle screen's materia commands.

Unequip

Select the materia or accessory to unequip. Then press ✕ to confirm your selection.

Best

This allows the system to automatically choose from materia and accessories in your possession for the best possible equipment based on offense (physical attack), magic (attack spells), or defense.

Main Menu
Materia / Materia Fusion

Select the "Materia" and "Materia Fusion" submenus to use and fuse materia.

Materia

You can use and sort materia in your possession. Please note that you can only carry 99 of each kind of materia at a time.

Use

Select the materia you want to use. Keep in mind that using materia costs MP.

Sort

Select "Auto" to let the system sort your materia, or "Manual" to sort them yourself (p.22).

SP Convert

Materia can be converted to SP. Move the cursor to highlight a materia, and check the upper left of the screen to see how much SP it is worth. Press ✕ to proceed with the conversion. Once a materia is converted to SP, it cannot be returned to its original form.

Materia Fusion

At the expense of SP, you can fuse two materia together to create one new materia. Materia fusion becomes available later in the story.

How to fuse materia

Select the two materia to be fused. Use ▢ to undo a selection. You will not be able to select equipped materia. Upon selecting "FUSE," you will see a confirmation screen that displays the resulting materia and the necessary SP cost. Select "Yes" to proceed with the fusion. Keep in mind that the two original materia will be lost once they are fused.

Try fusing a variety of materia

Different combinations of materia yield different results. Fusing together high-quality materia may produce something even more powerful. Later on in the story, obtaining the Item Fusion Tome enables fusing items with materia for a wider variety of results!

Main Menu
DMW / Missions

Select the "DMW" submenu to check DMW information (p.18). Select the "Missions" submenu to participate in missions.

DMW

You can check the kinds of DMW that can be activated during battle, and the progress (how many of the scenes you have viewed so far) with each DMW character. Press △ to check the number of limit breaks and limit verges that have been activated so far with each character.

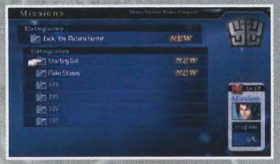
Gaining DMW Characters

You will gain more DMW characters as you progress through the story and meet new characters or certain conditions. When a character is added, a silhouette is replaced with an image of the character, and a new limit break is learned.

Missions

Zack can accept a wide variety of missions—and can obtain useful items by clearing them. To activate missions, you must first register Zack at the mission board inside the Shinra Building. Once registered, you can enter any save point (p.10) and open the main menu to select the "Missions" submenu.

Selecting missions



When you select "Missions," the screen will show the missions that are currently available. Select one to read its description, and then select "Yes" to start the mission.

Aborting missions and game over

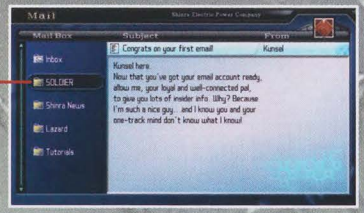
To quit in the middle of a mission, keep moving towards a no-entry line to exit the area, or select "Missions" from the main menu. If Zack is incapacitated during a mission, he will be returned to the save point where he first accepted the mission.

Main Menu
Mail / Shops

Mail

You can read mail through the "Mail" submenu. Mail is sorted by category in folders such as "SOLDIER" and "Shinra News." Select the folder and mail to check past correspondences.

*** Tutorial contents are also stored in a folder. If you have any remaining questions about the game, be sure to check here first.**

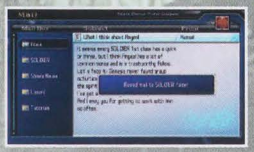


Folder

New mail

Whenever you get new mail, a mail icon appears in the top right of the field screen. Select "Mail" in the main menu to see the subjects of the new mail in your Inbox. Select a subject to read the mail's contents. Once read, the mail is automatically stored in the appropriate folder.

*** When a new mail belongs to a new category, a new folder is created.**



Mail icon

The "Mail" and "Shops" submenus are available anytime you open the main menu.

Shops

You can buy items from shops, or sell items in your possession. Your selection of shops will grow as the story progresses, or as a reward for completing missions.

Buying items

To buy an item, select "Buy," and then select the item and determine how many you want to purchase. Use the directional buttons or the analog stick to set the units; left and right will adjust units by one, while up and down will adjust units by ten.

Total cost

Gil remaining

Unit price

Item name

Selling items

To sell an item, select "Sell." Then select the item and determine how many you want to sell.

Hints

Here are some hints that may be useful while playing CRISIS CORE –FINAL FANTASY VII–.

Timing is critical

Optimal timing when controlling Zack and entering commands can sway the advantage your way in battle. You can chain attacks through swift command selection. When the enemy attacks, you can guard, evade, or otherwise avoid damage with a deft move. And when the enemy uses magic, the skill name is shown at the top center of the screen, giving you a split second to judge the best way to evade the attack spell.

When you see the enemy's skill name...

Be ready to evade quickly!

Equip yourself appropriately

Some enemies are skilled in fire-based attacks, while others are skilled in thunder-based attacks. Fighting fire-based enemies with "Firaga," for instance, would not be particularly effective. When you know the characteristics of the enemies you are facing in any area, you should make adjustments to your equipment accordingly.

Keep an eye on your SP

Because the DMW can activate various effects that can give you the upper hand, such as attacking multiple enemies or boosting Zack's status, it is important to have plenty of SP to keep the DMW rotating at all times. The longer the battle, the more the DMW spins, which expends more SP. Before fighting a tough enemy or after expending a large number of SP, check on the remaining SP and replenish if necessary. SP is earned by defeating enemies, but you can also convert materia to SP (p.24).

Get the word on the street

When you don't know where to go next, or when you can't find what you're looking for, walk around in the field screen to gather information. New information may even lead to new missions.

Go on missions to hunt for treasure!

There are many types of missions, some of which may offer rare materia or valuable items. Whenever a new mission is added, be sure to take a look at its description.

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